ARC Raiders Master Cheat Sheet

Made by u/pRoDeeD

V3.2
16. Jan 2026

Safe to Sell or Recycle (A–Z)

38 ITEMS

Item	Value	Change	Stack
Alarm Clock	1,000	-14% ▼	3
Broken Guidance System	2,000	+0% ▲	3
Broken Handheld Radio	2,000	-5% ▼	3
Coolant	1,000	-25% ▼	3
Diving Goggles	640	-6% ▼	3
Expired Respirator	640	-6% ▼	3
Headphones	1,000	-15% ▼	3
Industrial Charger	1,000	-12% ▼	3
Polluted Air Filter	1,000	-10% ▼	3
Radio	1,000	+0% ▲	3
Radio Relay	3,000	-33% ▼	3
Remote Control	1,000	-8% ▼	3
Thermostat	1,000	-15% ▼	3
Sample Cleaner	3,000	-11% ▼	3
Speaker Component	500	-46% ▼	5
Unusable Weapon	2,000	-2.5% ▼	3
Barricade Kit	640	-25% ▼	3
Burned ARC Circuitry	640	-25% ▼	3
Camera Lens	640	-25% ▼	5
Crumpled Plastic Bottle	270	-11% ▼	3
Damaged Arc Powercell	293	-32% ▼	5
Deflated Football	1,000	-10% ▼	3
Degraded ARC Rubber	640	-14% ▼	3
Dried-Out ARC Resin	640	-16% ▼	3
Flame Spray	2,000	-50% ▼	1
Household Cleaner	640	-14% ▼	5
Number Plate	270	+181% ▲	3
Ruined baton	640	-6% ▼	3
Ruined Handcuffs	640	-25% ▼	3
Rusty ARC Steel	640	-25% ▼	3
Spotter Relay	2,000	-26% ▼	3
Rusted Bolts	640	-6% ▼	3

How to Read the Document:

Recycling Value Index

What it is:
A quick Δ% showing how much value you gain or lose if you recycle an item instead of selling it.

How to use it:
Green ▲ **Positive %** → Recycling returns more value than selling.
Red ▼ **Negative %** → Recycling returns less value than selling.

Pattern you'll notice: High-priority components tend to carry a big penalty (≈ -40% to -60%). Low-priority items are often only -10% to -25% decreased value.

$$ROI\% = \frac{\text{Recycle Value} - \text{Sell Value}}{\text{Sell Value}} \times 100$$

1x Synthesized Fuel	700
1x Oil	1 x 300 = 300
1x Chemicals	1 x 50 = 50
Total	350

700 ⟲ 350 = -50% ▼

Component Cards

Symbols

- Can be crafted in the workshop (Refiner)
- Video guide on how to find it
- Extractions
- Best choice
- Recycles into
- Crafts into
- Hatch keys

Check the latest version:

Want the **latest version** and **more cheat sheets?** These guides are free, If you find them useful and you'd like to help me keep them updated:

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Navigation Menu:

- Recycling
- Key Locations
- Workbench
- Attachments
- Component

Expedition Project 1

EXPEDITION

Item	Value	Change	Qty	Stack
Metal Parts	75	-25%	x150	50
Rubber Parts	50	-25%	x200	50
Durable Cloth	640	-53%	x35	10
Wires	200	-50%	x30	15
Light Bulb	2,000	-25%	x5	3
Battery	250	-40%	x30	15
Humidifier	1,000	+0%	x5	3
Advanced Electrical Components	1,750	-52%	x5	5
Arc Alloy	200	-25%	x80	15
Steel Spring	300	-25%	x15	15
Electrical Components	640	-48%	x30	10
Cooling Fan	2,000	-18%	x5	3
Sensors	500	-45%	x20	3
Exodus Modules	2,750	-42%	x1	3
Magnetic Accelerator	6,000	-50%	x3	3
Leaper Pulse Unit	5,000	-18%	x3	3

PHASE 1: Foundation — PHASE 2: Core Systems — PHASE 3: Framework — PHASE 4: Outfitting — PHASE 5: Load Stage

COMBAT ITEMS: 200.000
SURVIVAL ITEMS: 100.000
PROVISIONS: 150.000
MATERIALS: 300.000

750.000 Worth of Items:
This section requires that you turn in different types of items for a total coin value as listed for each material type.

Expedition Project 1

EXPEDITION

Item	Value	Change	Qty	Stack
Metal Parts	75	-25%	x150	50
Rubber Parts	50	-25%	x200	50
Durable Cloth	640	-53%	x35	10
Wires	200	-50%	x25	15
Light Bulb	2,000	-25%	x4	3
Battery	250	-40%	x30	15
Frequency Modulation Box	3,000	-25%	x5	3
Advanced Electrical Components	1,750	-52%	x5	5
Arc Alloy	200	-25%	x80	15
Steel Spring	300	-25%	x15	15
Electrical Components	640	-48%	x20	10
Cooling Coil	1,000	-10%	x4	3
Shredder Gyro	3,000	-16%	x10	3
Exodus Modules	2,750	-42%	x1	3
Ion Sputter	6,000	-21%	x3	3
Leaper Pulse Unit	5,000	-18%	x3	3

PHASE 1: Foundation — PHASE 2: Core Systems — PHASE 3: Framework — PHASE 4: Outfitting — PHASE 5: Load Stage

COMBAT ITEMS: 200.000
SURVIVAL ITEMS: 100.000
PROVISIONS: 150.000
MATERIALS: 300.000

750.000 Worth of Items:
This section requires that you turn in different types of items for a total coin value as listed for each material type.

ARC Raiders Recycling Cheat Sheet

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Workshop Upgrades

45 ITEMS

Gunsmith

- Mechanical Components — 640 (-49%) x5 — 10
- Rusted Tools — 1,000 (-10%) x3 — 3
- Wasp Driver — 1,000 (-16%) x8 — 3

LEVEL 2:

- Rusted Gear — 2,000 (-21%) x3 — 3
- Advanced Mechanical Components — 1,750 (-46%) x5 — 5
- Sentinel Firing Core — 3,000 (-23%) x4 — 3

LEVEL 3:

Explosives Station

- Pop Trigger — 640 (-27%) x5 — 3
- Crude Explosives — 270 (-44%) x5 — 10
- Synthesized Fuel — 700 (-50%) x3 — 5

LEVEL 2:

- Laboratory Reagents — 2,000 (-20%) x3 — 3
- Explosive Compound — 1,000 (-46%) x5 — 5
- Rocketeer Driver — 5,000 (-18%) x3 — 3

LEVEL 3:

Gear Bench

- Electrical Components — 640 (-48%) x5 — 10
- Power Cable — 1,000 (-20%) x3 — 3
- Hornet Driver — 2,000 (-16%) x5 — 3

LEVEL 2:

- Industrial Battery — 1,000 (-15%) x3 — 3
- Advanced Electrical Components — 1,750 (-52%) x5 — 5
- Bastion Cell — 5,000 (-22%) x6 — 3

LEVEL 3:

Refiner

- Fireball Burner — 640 (-27%) x8 — 3
- ARC Motion Core — 1,000 (-60%) x5 — 5
- Toaster — 1,000 (-10%) x3 — 3

LEVEL 2:

- Motor — 2,000 (-25%) x3 — 3
- ARC Circuitry — 1,000 (-25%) x10 — 5
- Bombardier Cell — 5,000 (-25%) x6 — 3

LEVEL 3:

Medical Lab

- Tick Pod — 640 (-22%) x8 — 5
- Durable Cloth — 640 (-53%) x5 — 10
- Cracked Bioscanner — 1,000 (-10%) x2 — 3

LEVEL 2:

- Rusted Shut Medical Kit — 2,000 (+0%) x3 — 1
- Antiseptic — 1,000 (-50t%) x8 — 5
- Surveyor Vault — 2,000 (-16%) x5 — 3

LEVEL 3:

Utility Station

- Snitch Scanner — 2,000 (-26%) x6 — 3
- Electrical Components — 640 (-48%) x5 — 10
- Damaged Heat Sink — 1,000 (-15%) x2 — 3

LEVEL 2:

- Fried Motherboard — 2,000 (-21%) x3 — 3
- Advanced Electrical Components — 1,750 (-52%) x5 — 5
- Leaper Pulse Unit — 5,000 (-18%) x4 — 3

LEVEL 3:

Scrappy

- Dog Collar — 640 (-26%) x1 — 3

LEVEL 2:

- Lemon — 640 (-25%) x3 — 10
- Apricot — 640 (-53%) x3 — 10

LEVEL 3:

- Prickly Pear — 640 (-53%) x6 — 10
- Olives — 640 (-69%) x6 — 10
- Cat Bed — 1,000 (-25%) x1 — 3

LEVEL 4:

- Mushroom — 1,000 (-25%) x12 — 10
- Apricot — 640 (-53%) x12 — 10
- Very Comfortable Pillow — 2,000 (-25%) x3 — 3

LEVEL 5:

Keep for Quests

20 ITEMS

- Magnetron — 6,000 (-3%) x1 — 3
- Power Rod — 5,500 (-50%) x1 — 3
- Rocketeer Driver — 5,000 (-18%) x1 — 3
- Leaper Pulse Unit — 5,000 (-18%) x1 — 3
- Hornet Driver — 2,000 (-16%) x2 — 3
- Surveyor Vault — 2,000 (-16%) x1 — 3
- Wasp Driver — 1,000 (-16%) x2 — 3
- Antiseptic — 1,000 (-25%) x2 — 5
- Water Pump — 1,000 (-10%) x1 — 3
- Flow Controller — 3,000 (-30%) x1 — 3
- Syringe — 500 (-44%) x1 — 5
- Snitch Scanner — 2,000 (-26%) x2 — 3
- Fertilizer — 1,000 (-80%) x1 — 5
- Durable Cloth — 640 (-53%) x1 — 10
- Great Mullein — 300 (-33%) x1 — 15
- Battery — 250 (-40%) x3 — 15
- ARC Alloy — 200 (-25%) x3 — 15
- Wires — 200 (-50%) x11 — 15
- Fireball Burner — 640 (-27%) x1 — 15
- Burletta — 2,900 (-55%) x1 — 1

Navigation Menu:

- Recycling
- Key Locations
- Workbench
- Attachments
- Component

High-Priority Components → Best Donors

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Essentials — Base Components

5 ITEMS

- ARC Flex Rubber (1,000) +16
- Rubber Pad (1,000) +18
- → Rubber Parts (50) -26%
- Ruined Riot Shield (1,000) +10
- ARC Synthetic Resin (1,000) +14
- → Plastic Parts (50) -26%
- Cooling Coil (1,000) +6
- ARC Coolant (1,000) +16
- → Chemicals (50) -87%

- Tattered ARC Lining (640) +12
- Ruined Parachute (640) +10
- Torn Blanket (640) +12
- Tattered Clothes (640) +11
- ARC Thermo Lining (1,000) +16
- Spring Cushion (2,000) +28
- → Fabric (50)
- → Durable Cloth (640)

- Ice Cream Scooper (640) +7
- Garlic Press (1,000) +12
- Frying Pan (640) +8
- Candle Holder (640) +8
- Bicycle Pump (2,000) +10
- ARC Performance Steel (1,000) +7
- → Metal Parts (75) -26% (50)

High-Tier Components

2 ITEMS

Most important high-tier components and how to get them

- Flow Controller (3,000) +1
- Leaper Pulse Unit (5,000) +2
- Microscope (3,000) +1
- Mini Centrifuge (3,000) +2
- → Adv. Mechanical Components (1,750)
- Bettina I (8,000)
- Tempest I (13,000)
- Bobcat I (13,000)
- Magnetic Accelerator (5,000)
- Renegade I (7,000)
- Torrente I (7,000)
- Venator I (7,000)
- Osprey I (7,000)

- Spectrometer (3,000) +1
- Frequency Modulation Box (3,000) +1
- Telemetry Transceiver (3,000) +1
- → Adv. Electrical Components (1,750)
- Combat Mk. 3 (Aggressive) (5,000)
- Looting Mk. 3 (Cautious) (5,000)
- Tactical Mk. 3 (Defensive) (5,000)
- Photoelectric Cloak (5,000)
- Raider Hatch Key (2,000)
- Combat Mk. 3 (Flanking) (3,000)
- Looting Mk. 3 (Survivor) (5,000)
- Tactical Mk. 3 (Healing) (5,000)
- Power Rod (5,500)
- Snap Hook (14,000)

Uncategorized High Priority Components:

- Processor (500) -48%
- Voltage Converter (500) -50%
- Explosive Compound (1,000) -46%
- Oil (300) -50%
- Duct Tape (300) -50%
- Sensors (500) -45%

Priorities — Core Components

6 ITEMS

- Rusted Tools (1,000) +1
- Spring Cushion (2,000) +2
- Cooling Coil (1,000) +2
- Ruined Accordion (2,000) +3
- → Steel Spring (300)
- Adv. Mechanical Components (1750)
- Torrente I (1750)
- Extended Mags I, II & III (640-5,000)
- Mod Components (3000)
- Rotary Encoder (3,000) +2
- Fried Motherboard (2,000) +2
- Signal Amplifier (3,000) +2
- Hornet Driver (2,000) +2
- → Electrical Components (640)
- Combat Mk. 2 (2000)
- Looting Mk. 2 (2000)
- Adv. Electrical Components (1750)
- Surge Shield Recharger (1200)
- Broken Flashlight (1,000) +2
- Geiger Counter (3,500) +3
- Cracked Bioscanner (1,000) +5
- Broken Taser (1,000) +2
- Power Bank (1,000) +2
- Portable TV (2,000) +2
- → Battery (250)

- Exodus Modules (2750) +2
- Microscope (3,000) +3
- Ripped Safety Vest (1,000) +1
- Industrial Magnet (1,000) +2
- → Magnet (330)
- Looting Mk. 2 (1750)
- Combat Mk. 2 (1750)
- Venator I (1750)
- Tactical Mk. 2 (1750)
- Rusted Gear (2,000) +2
- Shredder Gyro (3,000) +3
- Turbo Pump (2,000) +1
- Sentinel Firing Core (3,000) +2
- → Mechanical Components (640)
- Adv. Mechanical Components (1750)
- Anvil I (2000)
- Angled Grip II (2000)
- Mod Components (1750)
- Burletta I (2000)
- Il Toro I (2000)
- Broken Handheld Radio (2,000) +2
- Power Cable (1,000) +4
- Projector (1,000) +2
- Portable TV (2,000) +6
- → Wires (200)

Navigation Menu:

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Keycard Guide: Where to Use Every Keycard

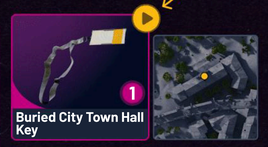
Made by u/pRoDeeD

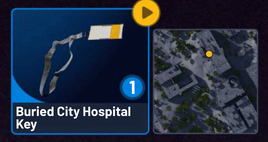
Every key door location by map: Get a fast overview of each key and where to use it. Maps are marked with numbered pins that match the markers on each key card. For more detail, tap the play icon (▶) on a card to open a short video guide by u/toofumed (YouTube). Used with permission.

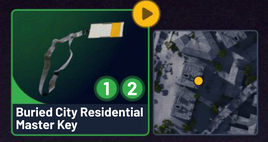
Buried City

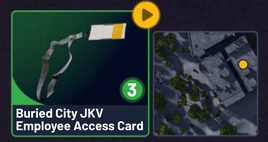
4 KEYS

Watch video guide!


Buried City Town Hall Key


Buried City Hospital Key

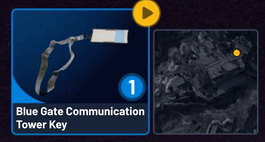

Buried City Residential Master Key


Buried City JKV Employee Access Card

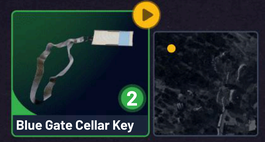
Blue Gate

4 KEYS

Blue Gate Confiscation Room Key


Blue Gate Communication Tower Key

Blue Gate Village Key


Blue Gate Cellar Key

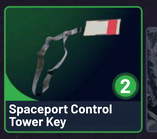
Patrol Car Key

Spaceport

4 KEYS

Spaceport Container Storage Key

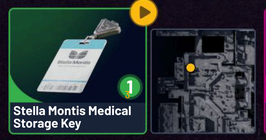
Spaceport Warehouse Key

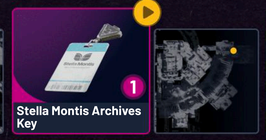

Spaceport Control Tower Key

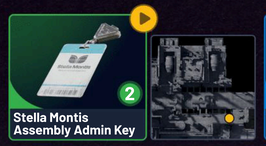
Spaceport Trench Tower Key

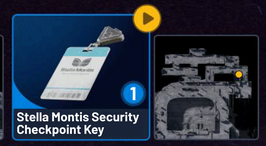
Stella Montis

4 KEYS


Stella Montis Medical Storage Key


Stella Montis Archives Key


Stella Montis Assembly Admin Key


Stella Montis Security Checkpoint Key

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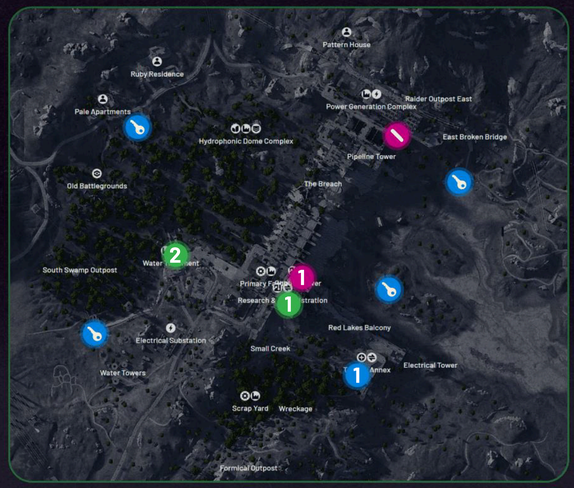
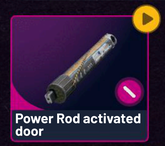
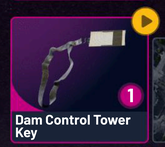
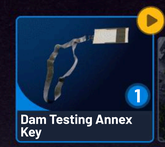
Dam Battlegrounds

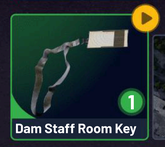
5 KEYS

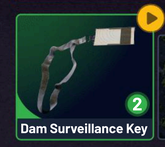



Power Rod activated door


Dam Control Tower Key


Dam Testing Annex Key


Dam Staff Room Key

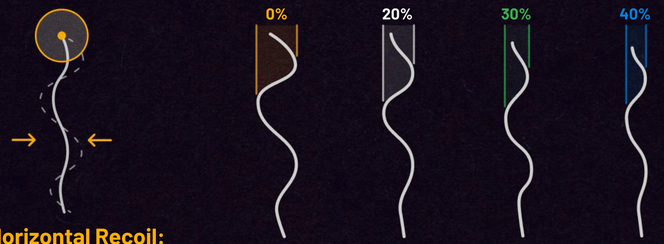

Dam Surveillance Key

Attachments Guide

V1
02. Jan 2026

Made by u/pRoDeeD

Horizontal & Vertical Recoil ATTACHMENTS

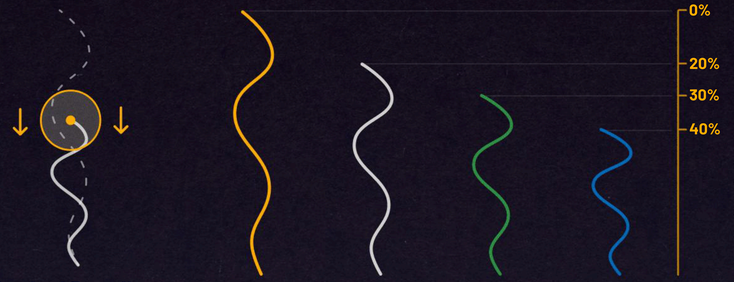


Horizontal Recoil:

Side-to-side kick while firing.

Reduced by: Muzzle Brake, Angled Grip.

Most effective: Fast firing guns.



Vertical Recoil:

How far the gun climbs while firing.

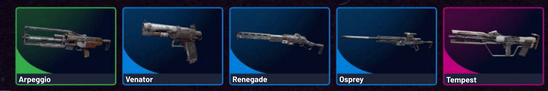
Reduced by: Muzzle Brake, Vertical Grip.

Most effective: Fast firing guns.

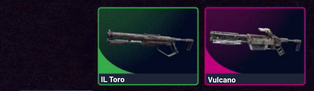
All info is based on in-game testing: Additional insights informed by ModerNik (YouTube) — watch here:
Frame-by-frame timing (e.g., recoil/dispersion recovery) has some margin of error; use values directionally.

Magazine Sizes LIGHT, MEDIUM & SHOTGUN MAG

	Stitcher	Kettle	Hairpin	Burletta	Bobcat
No Extended Mag	20	20	8	12	20
Extended Light Mag I	25	25	13	17	25
Extended Light Mag II	30	30	18	22	30
Extended Light Mag III	35	35	23	27	35



	Arpeggio	Venator	Renegade	Osprey	Tempest
No Extended Mag	24	10	8	8	25
Extended Medium Mag I	28	14	12	12	29
Extended Medium Mag II	32	18	16	16	33
Extended Medium Mag III	36	22	20	20	37



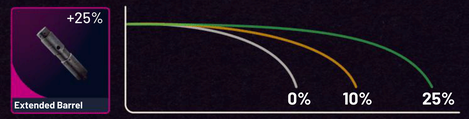
	Il. Toro	Vulcano
No Extended Mag	5	6
Extended Shotgun Mag I	7	8
Extended Shotgun Mag II	9	10
Extended Shotgun Mag III	11	12

Accuracy & Control ATTACHMENTS

Bullet Velocity:

Shoot further, reduce travel time and less damage drop-off at range.

Increased by: Extended barrel

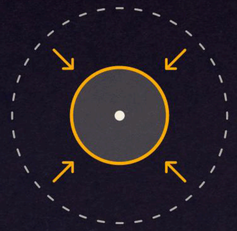


Noise Reduction:

Supresses gunshot noise and how audible/traceable your shots are.

Reduced by: Silencer

Most effective: Long Ranged Guns

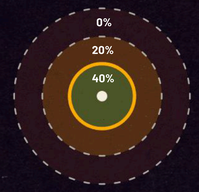


Dispersion Recovery Time:

How long it takes for the crosshair to shrink back to default.

Reduced by: Stock

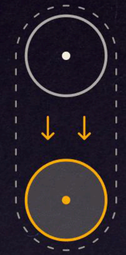
Recoil Recovery Time:



Per-shot Dispersion:

Reduces the extra spread added with each shot.

Max-shot dispersion: Lowers the maximum spread your gun can reach during sustained fire.



Recoil Recovery Time:

How long it takes for aim to settle back after recoil.

Reduced by: Stock

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Reduced by: Compensator

Max-shot Dispersion:

Recoil Recovery Time:

Equip/Unequip Time: